RULEBOOK 4

TOWN EXPLORATION

INTRODUCTION

Between quests, you'll want to spend some time exploring whatever town you find yourself in. This will allow you to rest up, go shopping, or even unlock some hidden quests.

CITY ACTIONS

Starting at the end of Quest 2, each time you complete a quest, you and your companions will be given a number of "city actions" in order to explore your current town. To use a city action, look at the city map and choose a numbered location that you wish to visit as a group, then look in that city's deck of cards for the matching numbered card and read it.

For example, in the town of Vinna, Luca's Tea Wagon is labeled as #5 on the map. So, to visit Luca's Tea Wagon, you would find card V-5 in the Vinna city deck and read it, following any instructions.

Your city action usually ends after you visit a location and follow any instructions on the card. The card itself will tell you specifically when your city action is over.

Once you've used up your available city actions, you must go on another quest before receiving more. Choose from among the prompt cards you've acquired so far. This represents your limited time and funds in an abstract way, and also keeps you from exhausting all of a city's secrets at once. Don't want you to get bored, after all.

If the numbered card isn't in that city's deck, then that location is not available to you. You've either been there already and seen all the location has to offer, or you'll have to try again at a later time. If you try going to a location only to find ut that you can't visit it, this does not use up your city action.

SHOPS AND SHOPPING

When you visit a shop, the card will instruct you to add that shop to the market the first time you visit it. If you then look in that city's deck of cards, you'll find a menu card listing the shop's inventory and prices (in coin), as well as the actual cards that are for sale there. When you buy something from a shop, you may either add it to your supply of unused cards or immediately swap it into a Seeker's deck using the rules listed under **Sleeping at Inns**. When you visit a shop as a city action, you may purchase some or all of the shop's inventory before your city action ends.

DISPOSABLE ITEMS

Some cards purchased from shops, such as medicines, are disposable. Disposable items must be returned to the shop's inventory after being used in combat, but can be purchased again later.

SELLING TROPHIES AT BOUNTY HOUSES

At some shops, you may be able to sell the enemy focus tokens you've claimed in battle for coin. This will be listed on the shop's menu card. Some shops may even offer special items in return for specific enemy focus tokens. It's rumored, for instance, that there's a shop in the city of Din'Lux that can make you a wyvern cloak if you give them a wyvern's focus token. You might want to shop around a bit before selling all of your enemy focus tokens, or you might miss out on one of these unique items. Typically, such items are made from leather or other parts harvested from more bestial enemies. You're unlikely to find a shop willing to make you a leather coat out of a bandit you've defeated. **You may only have one special item crafted per visit to a bounty house**, though you may sell as many focus tokens for coin as you wish.

SLEEPING AT INNS

When you visit an inn as a city action, you will typically be offered the option to sleep at the inn (though you may have to pay coin for the privilege.)

Sleeping at an inn allows you and your companions to remove all lingering status cards (such as Exhausted cards) from your Seeker decks, returning them to the correct card piles on the board.

In addition, when you sleep at an inn, you will usually each be given the opportunity to customize your Seeker deck using the cards you've found or by trading cards with other Seekers.

CUSTOMIZING YOUR SEEKER DECK

When an inn allows you to customize your Seeker deck by swapping out one or more action cards, you must obey the following limits.

LIMIT 1: SECRET TECHNIQUES

If a card shows a Seeker's face on it, it's unique to that Seeker, and no other Seeker may add it to their deck.

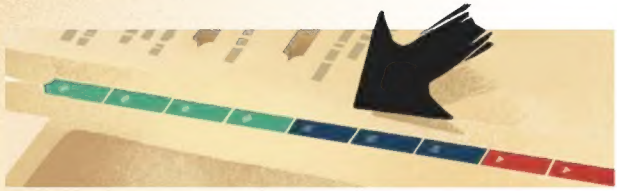
LIMIT 2: DECK SIZE

Your Seeker deck must always have 18 cards, which includes 9 action cards plus their 9 linked boost cards (which are named after the action card they're linked to). Your lantern card and any disposable cards in your deck do not count towards this limit. Any time you remove an action card from your deck, you must also remove its linked boost card, and any time you add an action card to your deck, you must also add its linked boost card. You can almost think of them as 2 halves of the same card.

LIMIT 3: COLOR REQUIREMENTS

Your Seeker sheet has a color bar down the center that shows the color requirements of your Seeker deck. This is the number of actions of each color that your Seeker deck must include, not counting your lantern card or any disposable cards.

For example, if you look at Asha's Seeker sheet, her color bar shows that she must have 4 green actions, 3 blue actions, and 2 red actions in her Seeker deck, along with those actions' linked



boost cards. An action card that is more than one color can count as any one of its colors for this limit. So, a red and blue card could count as either red or blue. White cards and void (colorless) cards can count as red, green, or blue for deck-building purposes.

LIMIT 4: KINFIRE

Some cards have a kinfire requirement shown at the bottom. You can only add 1 kinfire worth of cards to your Seeker deck for each kinfire token you've accumulated.

For example, if you have 3 kinfire tokens, your Seeker deck may contain cards with a total kinfire cost no greater than 3. If you don't have any kinfire tokens yet, you may not add any cards with a kinfire requirement to your Seeker deck.

Should you lose one or more of your kinfire tokens (which can occasionally happen), you must make sure that your Seeker deck is within its kinfire limit before embarking on your next quest, and the group must spend a city action to rest at an inn to make the adjustment if need be.

LIMIT 5: NO MORE THAN THREE INSTANT CARDS

Finally, some powerful cards take place in an instant and do not use up a Seeker's action. These cards have the instant icon (⚡) on them in the bottom corners.

Usually, these cards have the "Free Action" ability, but not always. An action card that can be played as a boost instead (therefore leaving your hand without using up your action) might also be marked with the instant icon. A Seeker's deck may not contain more than 3 action cards with the instant icon (⚡) on them.

EVENTS

Events are typically one-time encounters that you have while exploring a town. When you're told to go to an Event, take the card out of the city deck, read it, and do what it says.

UNLOCKING QUESTS

Another useful thing you can accomplish in town is unlocking new quests. Locations you visit may offer you a new quest to go on immediately, or you might have to solve a mystery or overcome an obstacle in order to unlock it. When you do so, the location will tell you to take a prompt card. Search through that city's deck to find the proper prompt card and add it to your available prompts. When you're out of city actions, you'll choose a quest from among your available prompt cards, discarding that prompt card afterwards (place it next to the void box, which is found in the loot box). Available prompts should be stored with the Seekers' unused cards.

SOME STUFF FOR LATER

You don't need to read any further for now, but you may wish to refer back to this section of the rules once you reach the city of Din'Lux.

TRAINERS

Some locations are a special type of shop known as trainers who can train you in special skills. They work like regular shops, but require a successful skill check of some sort to gain the new cards.

When training, you can attempt the skill check as many times as you can afford for a single city action.